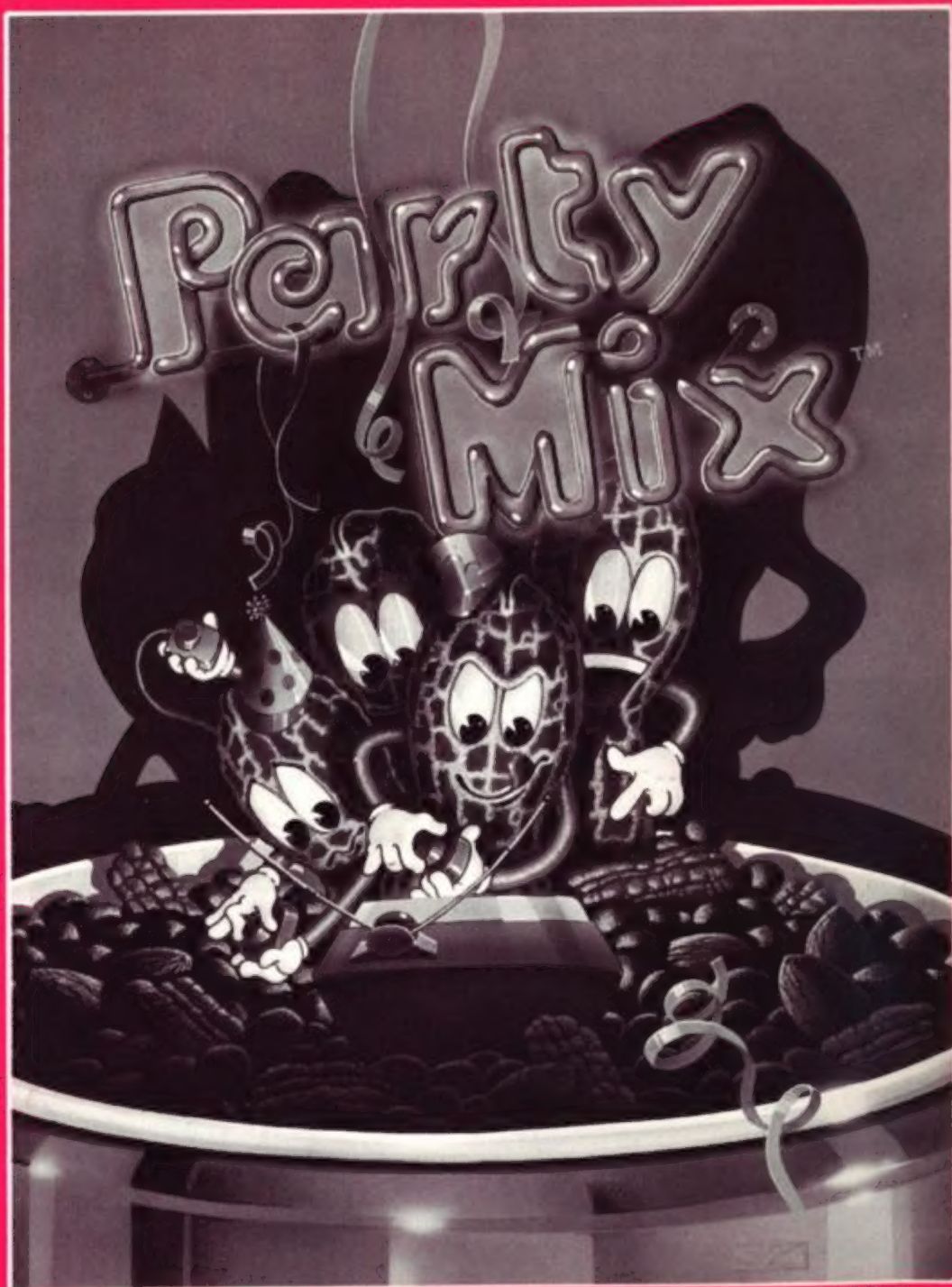


How to Play

10



STARPATH
CORPORATION

How to Use the StarpathTM SuperChargerTM System

- ▶ Set up your Atari[®] Video Computer SystemTM (or any similar game system that takes Video Computer System game cartridges) according to manufacturer instructions. Use paddle controllers.
- ▶ Make sure power switch is OFF, and insert the StarpathTM SuperChargerTM System with label up. Be careful not to force it or to insert it crookedly.
- ▶ Connect the plug on the end of the SuperChargerTM System cable to the earphone jack of any cassette recorder/player.* (This jack may also be labeled "monitor," "mon.," "ear," or "output.")
- ▶ For best results, keep the cassette player at least a few inches away from the TV set.
- ▶ Turn the power switch of the game ON. The TV screen should read "REWIND TAPE, PRESS PLAY." If not, turn the power off and check to be sure the system is properly hooked up and the SuperChargerTM System is fully inserted.
- ▶ Insert Side A of Party MixTM. Side A of the cassette is the quick load side; Side B is the standard load side. Some cassette players may not load reliably on the



*If you use a large cassette deck with a "phone" type earphone plug, you may purchase a

quick load side. If so, flip the tape over and use Side B.

- ▶ Set volume and tone controls near high or maximum.
- ▶ Press REWIND and wait until the tape stops moving. Now press PLAY.
- ▶ In a few moments, you will hear the sounds of the



game loading and see colored panels fill the screen. A moment later "STOP TAPE" will appear, and you'll be ready to play Party Mix.™

If you have trouble...

- ▶ If the tape player makes a screeching noise, you have not plugged the SuperCharger™ System cable into the earphone jack.
- ▶ If the tape doesn't move, check the batteries in the cassette player.
- ▶ Rewind the tape completely and try again.
- ▶ Try Side B of the game cassette if Side A won't load properly.

Set volume and tone controls at high or maximum.

- ▶ Move the cassette player farther from the TV set and try again.



The Party Mix™

Philosophy

Humans are better video game opponents than computers. They are more attractive and certainly more adept at conversation, but the true advantage lies in the fact that you can gloat over them when you win, and yell at them when you lose.

So get one or two sets of paddle controllers, one or three humans (not included) and mix it up.

The Multi Load Feature

Party Mix's five games are stored on the cassette tape in three separate segments ("loads"), only one of which may be loaded into the SuperCharger at a time. The games are arranged on the tape as follows:

- ▶ Load 1: Bop a Buggy
- ▶ Load 2: Tug of War & Wizard's Keep
- ▶ Load 3: Down On the Line & Handcar

To load Bop a Buggy, proceed as indicated on the reverse side, under "How to use the SuperCharger," but be sure to stop the tape within a few seconds after the "STOP TAPE" message appears. Otherwise, the tape may advance past the beginning of the next load. Bop a Buggy is now ready to play. To get the second load, *turn the VCS off*, then on, and press "PLAY" on your cassette player (do not rewind the tape). Load two will be loaded into the SuperCharger. To get load three, repeat the process.

Using The Paddles

Four-player games use two sets of paddle controllers, one in each controller jack. The players are divided into two teams of two, with one team using the left paddles

and one using the right. Two-player games use the left paddles only.

Starting A Game

- ▶ **Game Reset Switch** Press game reset to start game play and to begin a new game at any time.
- ▶ **Game Select Switch** Use this switch *only* in loads two and three, to jump from one game to the other on that load. (Reminder: to get from one load to another, turn the VCS off, then on and press "PLAY" on your cassette player. Do *not* use the game select switch to change loads.)
- ▶ **Right Difficulty Switch** Select the number of players with the right difficulty switch. Position B is for four players and position A is for two players.
- ▶ **Left Difficulty Switch** This switch controls the difficulty of the game for *all* players.
 - ▶ **Bop a Buggy** No effect
 - ▶ **Tug of War** No effect
 - ▶ **Wizard's Keep** Adjusts the speed of the targets. Position A is faster.
 - ▶ **Down On the Line** Controls how many packages come toward you on the belts. Position A brings more packages.
 - ▶ **Handcar** Controls the ease with which you can accelerate the handcar. Position A is more difficult.
- ▶ **B & W Switch** This switch affects Down On the Line only. Moving the color/black & white switch to the black and white position may help you to distinguish the roller colors more easily. Adjusting the contrast and brightness controls may also help.

Bop A Buggy

The object is to get your two-wheeled buggy through a va-

riety of screens and across the checkered finish line first. Avoid the ever-so-colorful obstacles—they'll slow you down. Watch for buggy boppers, too. They will be heaving bricks that will knock your buggy backwards and cause it to make a most embarrassing noise.



► **Bop a Buggy**

In the four-player game, each team controls one buggy and one buggy bopper. Spin the paddle knob to point your buggy. Press the fire button to make it go. Rotating the other paddle knob will cause your bopper to slide from side to side; a press of the fire button will unleash a brick in the direction of your hapless adversary.

Boppers are allowed nine bricks per screen. The digit to the left of your bopper indicates how many bricks you have left. The left paddles control the upper buggy and the lower bopper.

In the two-player game, each player drives a buggy; the boppers are automated.

Tug Of War

This game is simplicity itself. Forget the knobs—just press the fire button as fast as you can manage. The faster you push, the harder your team pulls. Just drag those weaklings at the other end of the rope across the white center line and you win.

In the four-player game, the left paddles are for the left



► Tug of War

team (in red). When you press game reset, the center line will be replaced by a couple of messages; but save your energy, the game doesn't begin until the center line reappears and "The William Tell Overture" begins.

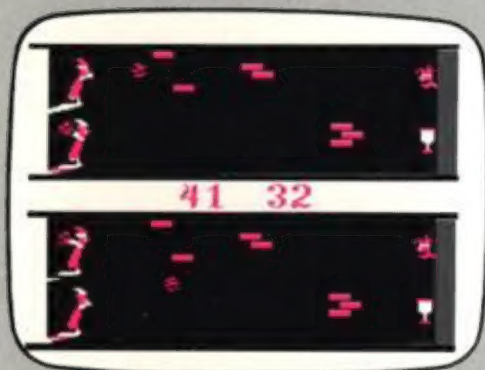
Wizard's Keep

You now control your very own wizard. Spin your paddle knob to control the speed at which the wizard's arm revolves. Push the fire button and he will release his fireball—hopefully in the direction of the targets.

Points per target are as follows:

- Chickens: 2 points
- Ships: 3 points
- Chalice: 5 points
- Jesters: 7 points

The first team to conjure up 99 points emerges victorious.



► Wizard's Keep

In the four-player game, the left controllers are for the upper pair of wizards. The left difficulty switch adjusts the speed of the targets. Position "a" is the faster of the two. Note that both teams see the same targets at all times, and when either team zaps a target, both teams see it vanish. So if you want the points, your team must hit the target first.

Down On The Line

Each pair of workers must take packages off the left-hand set of conveyor belts and place them on the same color right-hand belts.



► Down On the Line

In the four-player game, each paddle controls a worker. Spinning a paddle knob causes the corresponding worker to scurry dutifully from one conveyor belt to another. The left-hand worker of each pair stands next to any belt and takes a package off. He must then move next to his partner where he will pass the package by pressing the fire button. The right-hand worker must then move to the belt whose roller is the same color as the package and push his fire button to place it on the belt.

In the two-player game, each paddle controls a pair of workers. The members of each pair will always be standing next to each other. Catch a package by moving to the appropriate belt as the package comes off. The left

worker will pass the package to the right worker automatically (unless the worker on the right already has his hands full, in which case the left worker will wait). To deposit the package, move the pair of workers to the correct belt and press the fire button.

When the game starts, the clock at the center of the screen is set at 8:00 and will run until 5:00. For each package successfully transferred, the team gets a point. The team with the most points at quitting time gets the glory. If you're feeling especially industrious, move the left difficulty switch to position "a" for a more frantic pace.

Handcar

This is a race through the desert. In both two- and four-player games, each paddle knob controls a handcar driver. Hold the driver's arm even with the crossbar of the handcar, and it will start to accelerate. Continue to touch the crossbar and the handcar will continue to accelerate, but if you let the crossbar get away from you, the handcar will start to slow down. Don't try to lead the bar; let it lead you.



► **Handcar**

Moving the left difficulty switch to position "b" may also make your handcar a bit easier to handle. The first handcar to reach the second crossing sign wins this desert classic.

Changing Games

To load another Starpath™ game:

- ▶ Flick the power switch OFF, then ON again.
- ▶ Rewind and replace the cassette with another Starpath™ game cassette.
- ▶ Rewind the tape, then press play.

To remove the SuperCharger™ System:

- ▶ Turn the power switch OFF.
- ▶ Gently remove the SuperCharger™ System.



To order games or to locate the dealer nearest you,
call (408) 970-0200.

Limited 90 Day Warranty

STARPATH™ SUPERCHARGER™ SYSTEM and PARTY MIX™

STARPATH™ CORP. warrants to the original purchaser of this STARPATH™ product that it will be free from defects in materials and workmanship for ninety days from the date of purchase. If this product is discovered to be defective within the warranty period, return to place of purchase for replacement.

This warranty is limited to electronic and mechanical parts within the product. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through, or the product shows signs of, misuse, excessive wear, modifications, or tampering.

THIS WARRANTY IS IN LIEU OF ALL OTHER EXPRESSED WARRANTIES OR REPRESENTATIONS. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE LIMITED TO A PERIOD OF NINETY DAYS FROM THE DATE OF PURCHASE. STARPATH™ IS NOT LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM BREACH OF ANY EXPRESSED OR IMPLIED WARRANTIES ON THIS PRODUCT.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the limitations or exclusions set forth may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Repair Service

Should your SUPERCHARGER™ SYSTEM require service after the ninety day limited warranty period, a charge of \$15 will be assessed to restore it to full working condition. Send the SUPERCHARGER™ SYSTEM, shipping prepaid to:

STARPATH™ SERVICE CENTER
P.O. Box 209
Santa Clara, CA 95050.

STARPATH™ takes pride in providing you the finest, most challenging video games available today. We welcome your comments and suggestions for ways to make our game selection even more enjoyable. Please write to: STARPATH™ CONSUMER AFFAIRS DEPT., P.O. Box 209, Santa Clara, CA 95050.



Atari® and Video Computer System™ are trademarks of ATARI, INC. STARPATH CORP. is not related to ATARI, INC.

© 1983 STARPATH CORP. Printed in USA.
© 1983 STARPATH CORP. (Game Program)